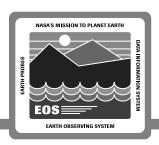


# Communications Subsystem (CSS) Introduction Evan Winston

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Release A SDPS/CSMS Critical Design Review 15 August 1995

## Roadmap



#### **Communications Subsystem (CSS) Introduction**



- Context
- Design Drivers & Approach

#### **CSS Technology Overview**

- Decisions Since PDR
- Technology
- Trades and Prototypes
- Migration

#### **CSS Services**

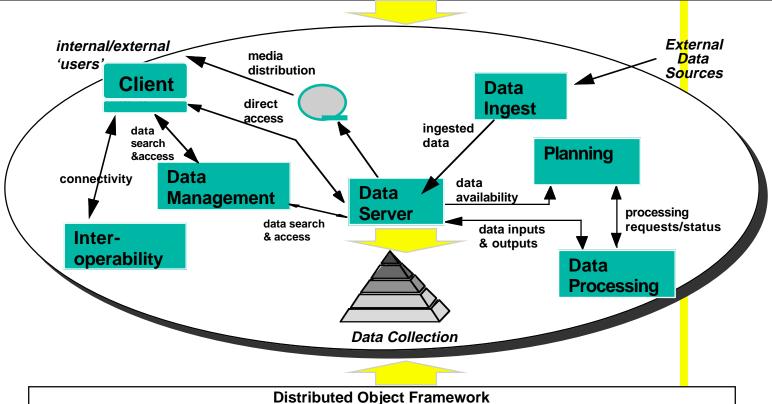
- Distributed Object Framework
- Object Services
- Common Facilities
- Hardware
- Issues
- Wrap-up

## Release A Subsytem Interactions



**MSS** 

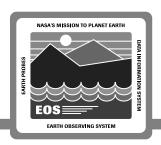
Performance Mgmt, Security Mgmt, Accountability Mgmt
Physical CM, Trouble Ticketing, Ground Events Planning Management Database
Baseline Manager, Change Request Manager, Software Change Manager, Management Agent Services, Lifecycle Services



CSS

Directory/Naming, Security, Lifecycle, Time, Message Passing, Threads FTP, EMail, Bulletin Board, Virtual Terminal, Event Logger

### **Definitions**



#### **OSF DCE**

Today's state-of-the-art solution for industrial-strength, vendor-independent, distributed enterprise computing. It is a widely available multi-vendor client/server communications environment integrated with security, administrative support and directory services.

#### **HP OODCE**

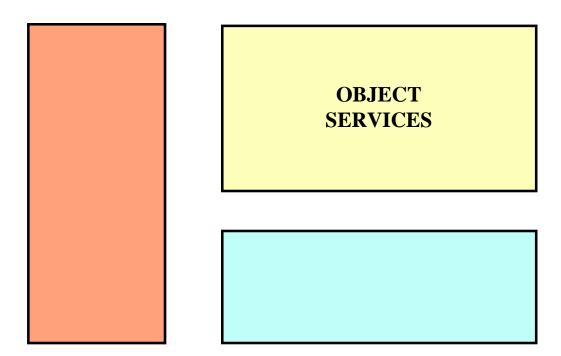
Object Oriented development environment to DCE. Provides a C++ class library interface to DCE services. OODCE encapsulates many of the complex DCE syntax and commands into powerful, easy-to-use objects.

#### **OMG CORBA**

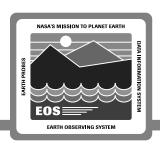
Future Object services and common facilities. It will provide a multivendor interoperable distributed object development environment. CORBA can offer significant advantages over DCE to the long-term GCDIS/UserDIS architecture.

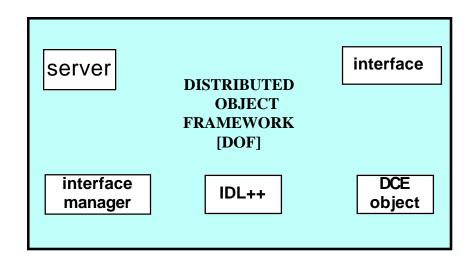






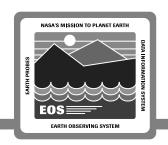
## **CSS:** Distributed Object Framework

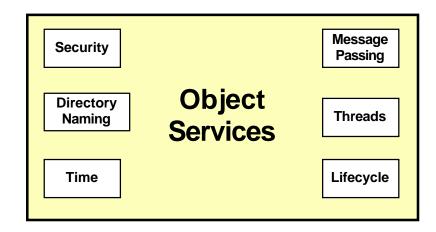




Framework for Distributed Client Server development
Provides an Abstract Interface to Services/Objects
Provided by DCE/OODCE Libraries, IDL++ Compiler, Server and Client Classes







Object Services provide Enterprise-Wide, Transparent, Heterogeneous, Interoperable core services for Distributed Computing

ECS applications interact with them transparently through DOF

## **CSS: Common Facility Services**



Electronic Mail

> File Access

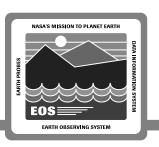
Common Facility Services

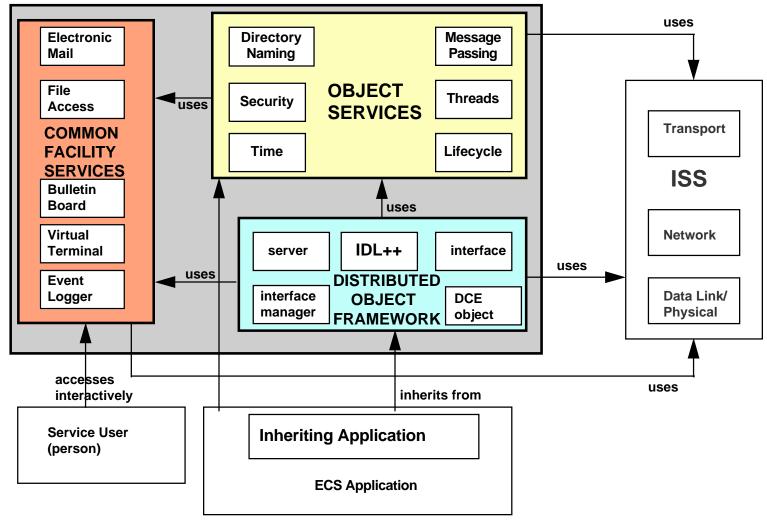
Bulletin Board

Virtual Terminal High level uniform semantics that are shared across applications

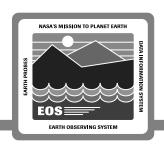
- Email provides the functionality to manage electronic mail exchanges between ops users/applications and ops users
- File Access provides file transfer and remote/secure file access capabilities across hosts
- Bulletin Board provides a forum for sharing ECS related information among the users
- Virtual Terminal provides users the capability to remotely/securely log into designated ECS hosts
- Event logger enables applications to record important events for reporting

## **CSS Subsystem Design**





# **CSS Design Drivers**



- Standards Based
- Open Systems (Platform and Vendor)
- Smooth Technology Migration
- COTS Intensive Implementation
- Scalable and Evolvable

## **Design Approach**

